GAMER

15th July 2024

TOM CLANCY'S RAINBOW SIX

Franchise Special

GAMING
RETRO
TECH
NEWS

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TOM CLANCY'S RAINBOW SIX GAMER

Rainbow six Games.

Rainbow Six. (1998-1999).

Rainbow Six Mission Pack: Eagle Watch — expansion pack. (1999).

Rainbow Six: Rogue Spear. (1999-2001).

Rainbow Six: Rogue Spear Mission Pack Urban Operations — expansion.

Rainbow Six: Rogue Spear Covert Ops Essentials — expansion pack.

Rainbow Six: Rogue Spear Black Thorn — expansion pack.

Rainbow Six: Take-Down – Not released outside of South Korea.

Rainbow Six: Lone Wolf (2002).

Rainbow Six 3: Raven Shield (2003-2004).

Rainbow Six 3: Athena Sword — expansion pack.

Rainbow Six 3: Black Arrow (2000).

Rainbow Six 3: Iron Wrath — expansion pack.

Rainbow Six: Broken Wings — Mobile phone (2003)

Rainbow Six: Urban Crisis — Mobile phone (2003).

Rainbow Six: Lock-down (2005-2006).

Rainbow Six: Critical Hour (2006).

Rainbow Six: Vegas (2006).

Rainbow Six: Vegas 2 (2008).

Rainbow Six: Shadow Vanguard - Android (2012)

Rainbow Six Siege Windows (2015).

Rainbow Six Extraction Windows (2022).

Rainbow Six Mobile (2023).

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Tom Clancy's Rainbow Six is a 1998 tactical shooter video game developed and published by Red Storm Entertainment for Microsoft Windows, with later ports for the Nintendo 64, PlayStation, Mac OS, Game Boy Color, and Dreamcast.

It is the first installment in the Rainbow Six series.

Based on the Tom Clancy novel of the same name, the game follows Rainbow, a secret international counterterrorist organization, and the conspiracy they unravel as they handle a seemingly random spike in terrorism.

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In singleplayer, the player advances through a series of missions in a campaign.

Before each mission, the player is briefed on the situation, selects and organizes their operatives and equipment, and plans their movement through the level; during missions, the player controls an operative leading computer-controlled teammates as they follow the player's plan.

In multiplayer, players cooperate in player versus environment missions or battle to complete objectives in player versus player matches.

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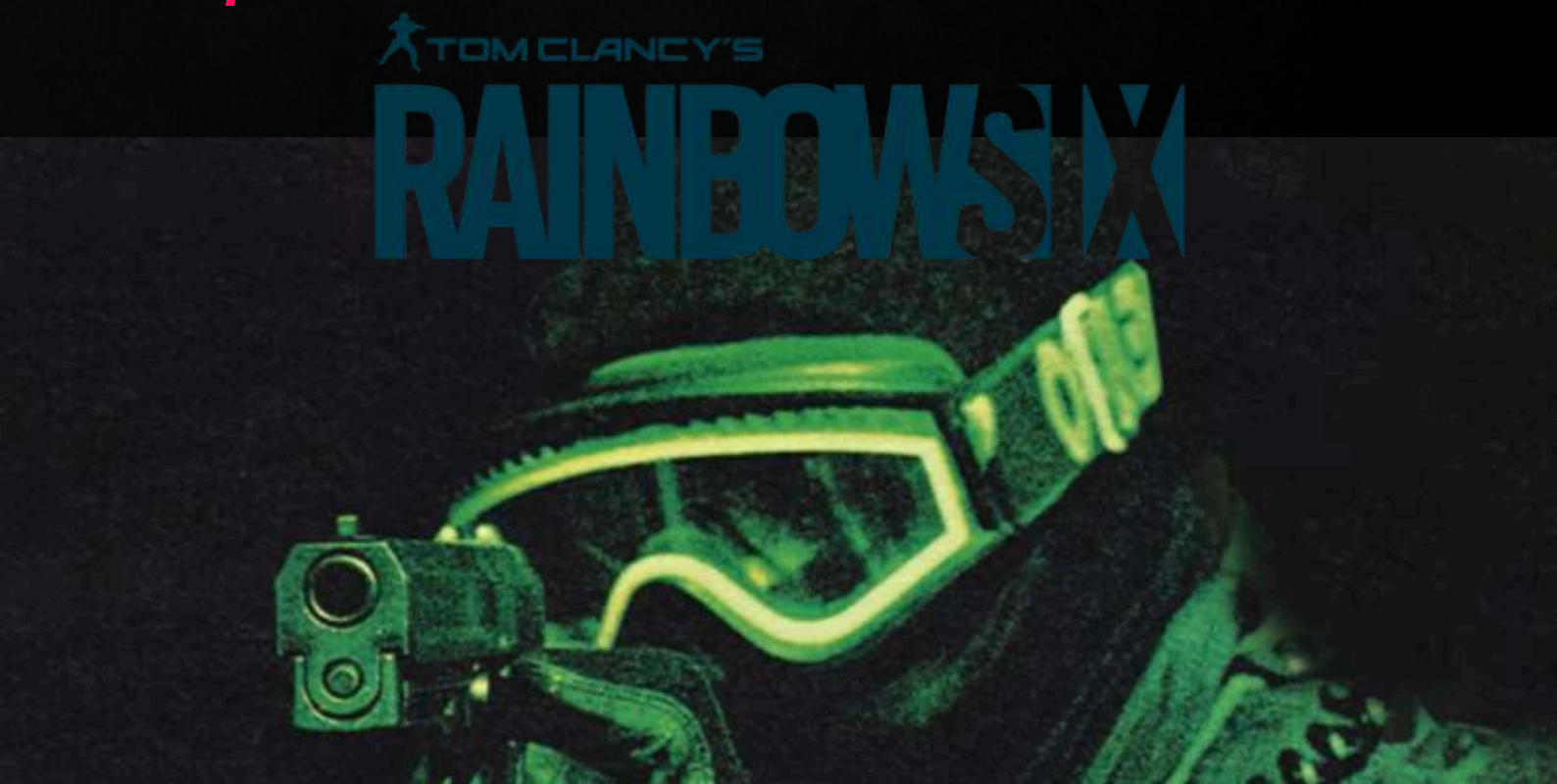
The game features realistic gameplay factors, weapon lethality, and consequences for failure, forcing players to plan their approach.

Carefully and promoting replayability for more streamlined completion.

Rainbow Six began as a concept by Red Storm following their formation in 1996.

The game was developed in parallel with the Rainbow Six novel, with a design philosophy of realism and strategy guiding all aspects of development.



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Rainbow Six was released on August 21, 1998 to widespread critical acclaim, though the console ports received relatively lower ratings than the PC version.

For most releases, praise was directed toward gameplay, multiplayer, immersion, and the game's combination of strategy and action, while criticism mainly centered on AI issues, glitches, and the graphics and controls of some ports.

The game sold over 200,000 copies in its first year of release and continued to sell hundreds of thousands more copies well into the early 2000s. Rainbow Six was nominated for numerous accolades and has been deemed one of the best video games of 1998.

It is considered a milestone in the history of first-person shooters and made a lasting impact on the tactical shooter genre.

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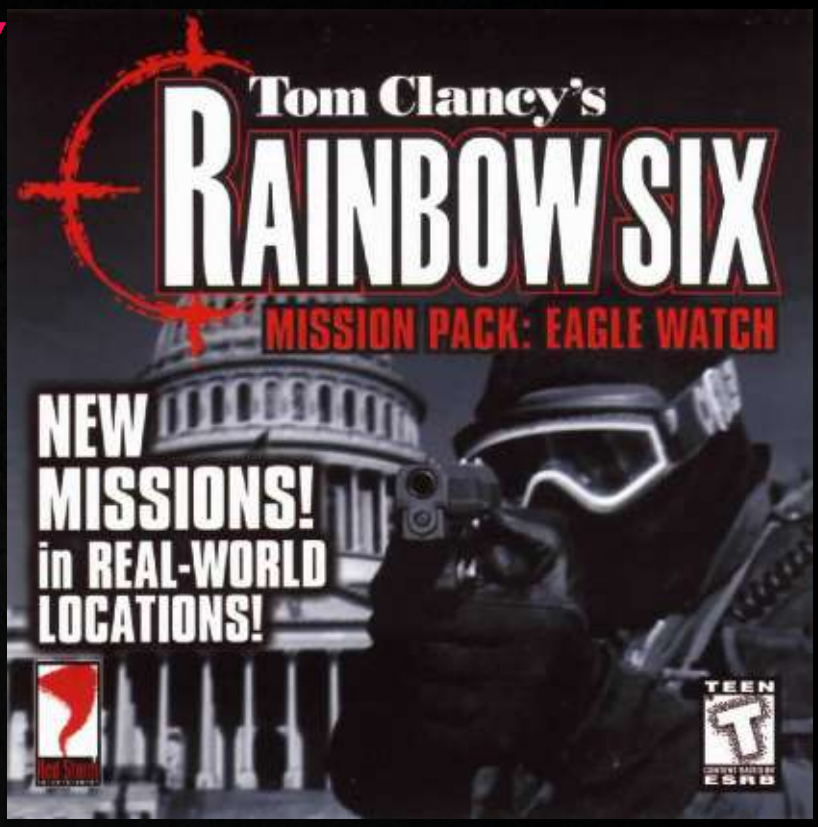
Tom Clancy's Rainbow Six: Mission Pack: Eagle Watch is an expanded expansion pack for Rainbow Six for Microsoft Windows.



Featuring five new missions, four new operators, three weapons (HK G3A3, HK G36K, .50 Desert Eagle), and new multiplayer modes.

The add-on was developed and published by Red Storm Entertainment in 1999. It was later merged with the original game and released as Tom Clancy's Rainbow Six Gold Pack Edition.

The new missions including the Taj Mahal, the Forbidden City, Big Ben, the US Capitol building and the Russian Baikonur cosmodrome.

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Tom Clancy's Rainbow Six: Rogue Spear is a 1999 tactical first-person shooter video game developed and published by Red Storm Entertainment for Microsoft Windows, with later ports for the Dreamcast, Mac OS, PlayStation, and Game Boy Advance.

The sequel to 1998's Tom Clancy's Rainbow Six, it is the second installment in the Rainbow Six series and the last to be published by Red Storm before its acquisition by Ubi Soft in 2000.

The game's plot follows the secret international counterterrorist organization Rainbow as they investigate nuclear terrorism in Eastern Europe.

Rogue Spear was released on September 22, 1999 to generally positive reviews on PC, but mixed reviews for all other platforms. Critics praised its significant improvements on the original Rainbow Six.

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Rainbow Six: Rogue Spear Mission Pack Urban Operations — expansion.

Rogue Spear Mission Pack: Urban Operations, released on April 4, 2000, was the first expansion for Rogue Spear.

It was developed and published by Red Storm Entertainment.

It added eight new maps and five classic Rainbow Six maps from the original game, three new weapons, and a built-in mod system.

Urban Operations was later re-released by Kama Digital Entertainment in South Korea, including two exclusive missions and two new weapons.

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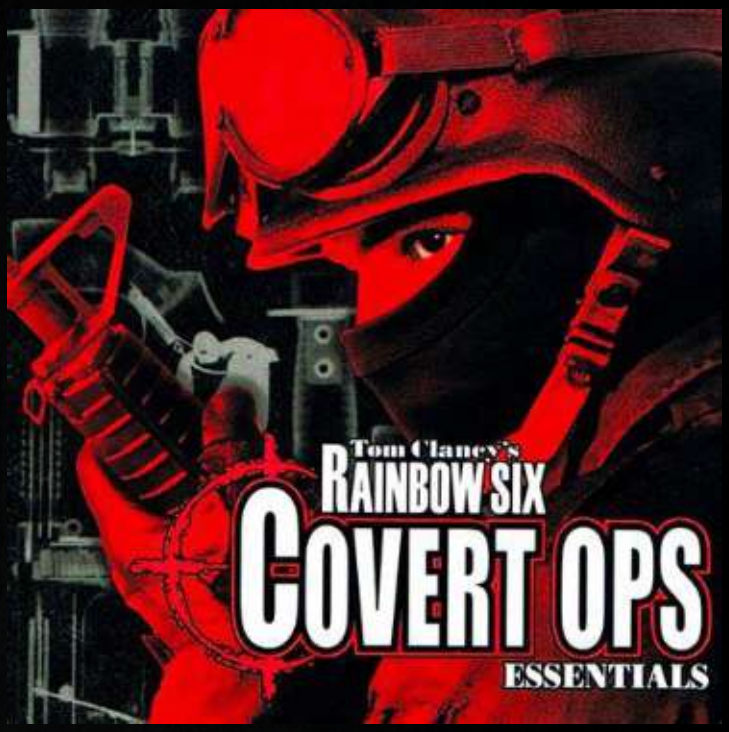
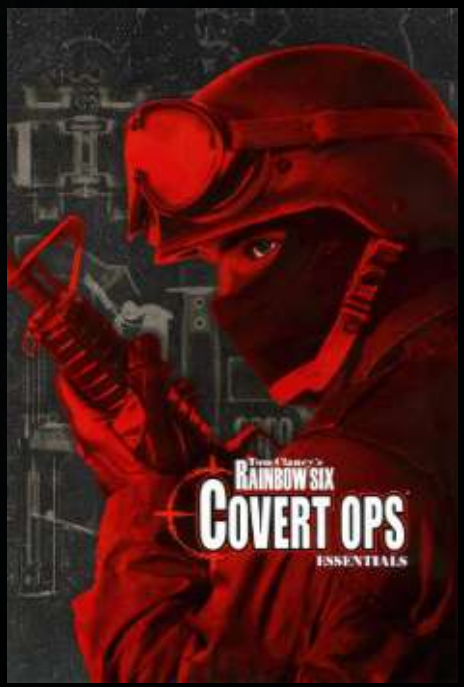
Tom Clancy's Rainbow Six: Covert Ops Essentials is a stand-alone expansion pack of Tom Clancy's Rainbow Six: Rogue Spear. It was developed by Magic Lantern Playware as an educational training simulator on real-life counter-terrorism history and tactics.



After the simulator was repurposed as an expansion pack, Red Storm Entertainment developed three campaign missions while Zombie Studios developed six multiplayer maps.

Published by Red Storm Entertainment, it was released on September 28, 2000.



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Rainbow Six: Rogue Spear Black Thorn — expansion pack.

Tom Clancy's Rainbow Six: Rogue Spear - Black Thorn is an extended expansion pack for the computer game Tom Clancy's Rainbow Six: Rogue Spear.

It was developed in 2001 by Red Storm Entertainment and published by Ubisoft.

Originally included ten maps with a common storyline, but after the events of September 11, 2001, one of the missions involving A380 aircraft was removed from the game, and the other changed the scene from an airport to a train station.

The developers have also added six multiplayer maps, eleven new weapons, and a new Lone Wolf mode.

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Rainbow Six: Take-Down – Not released outside of South

It was announced at a press conference on 5 February 2001 that Take-Down would be released in June 2001.

Despite promises from Red Storm Entertainment that the game would be released internationally, the game was not released outside South Korea.

Tom Clancy's Rainbow Six: Take-Down – Missions in Korea is the third installment in the Tom Clancy's Rainbow Six franchise.

It was developed and published by Kama Digital Entertainment and was exclusively released in South Korea in June 20011.

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Rainbow Six: Lone Wolf (2002).

Tom Clancy's Rainbow Six: Lone Wolf is a Playstation-exclusive game released in 2002.

It has a different gameplay style and is considered a hard game.

It is a short game, with only five missions, making it the length of Rainbow Six: Eagle Watch.

A classic story based on the works of Tom Clancy, in which the player leads an elite special forces squad to fight international terrorists.

The game plot is based on the performance of a number of tasks to neutralize armed terrorist groups and eliminate their bases.

In the process of completing tasks, the player will uncover a conspiracy that threatens the world.

Unlike many other games, if the player makes a mistake, the mission will fail, just like in the real world.

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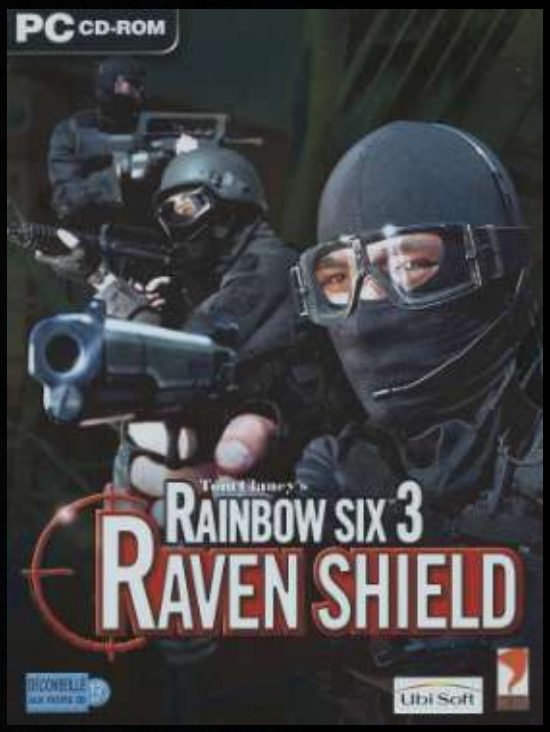

Raven Shield is a 2003 tactical first-person shooter video game developed by Red Storm Entertainment and published by Ubi Soft for Microsoft Windows and Mac OS X.

It is the third entry in the Rainbow Six series.

The game's plot follows Rainbow, a secret international counterterrorist organization, as they respond to a wave of terrorist attacks threatening South America.

Raven Shield is a tactical shooter with realistic properties.

Raven Shield moved toward mainstream first-person shooters like Counter-Strike.

TOM CLANCY'S RAINBOW SIX

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Tom Clancy's Rainbow Six 3: Athena Sword is the first expansion for Tom Clancy's Rainbow Six 3: Raven Shield.

It was developed by Ubisoft Milan and Red Storm Entertainment and released on March 9, 2004 with the Mac port released on November 23, 2004.

Four months after the failed attack in Rio de Janeiro, Alvaro Gutierrez still commands a terrorist cell despite being incarcerated.

Wishing to replicate Nikola Gospic's plans to start a new fascism movement across the globe, he instructs his associates to purchase new nerve agents from Giovanni Bagattini.

In order to secure the funding for this purchase, he dispatches terrorists to steal art from the Castello Grande in Milan, Italy.

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Rainbow Six 3: Black Arrow (2000).

Tom Clancy's Rainbow Six 3: Black Arrow is a sequel to the console version of Rainbow Six 3. Developed by Ubisoft Montreal and Red Storm Entertainment, it was published by Ubisoft Entertainment and released for the Xbox on August 5, 2004.

In Black Arrow, players take on the role of Rainbow operatives tasked with stopping a Russian terrorist group funded by military officers and oil barons.

These terrorists aim to develop weapons of mass destruction and create a new country in the Caucasus region.

The game features 10 new single-player missions and 14 new multiplayer maps.

Black Arrow received positive reviews for its challenging gameplay.

Tom Clancy's RAINBOW SIX 3 BLACK ARROW

TOM CLANCY'S RAINBOW SIX

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Tom Clancy's Rainbow Six 3: Iron Wrath is the second expansion of Tom Clancy's Rainbow Six 3: Raven Shield.

It was developed by Ubisoft Casablanca and was released as a free download on FilePlanet on June 9, 2005.

After Rainbow foiled Nikola Gospić and Alvaro Gutierrez's plans to jumpstart a global fascism movement, various governments and counter-terrorist organizations began to dismantle the remainder of the People's Social Nationalist Party. On August 22th, 2007,

Several members of the cell were able to escape local authorities to St. Kliment Ohridski University and took hostages. Rainbow managed to rescue the hostages and finally put an end to the PSNP.

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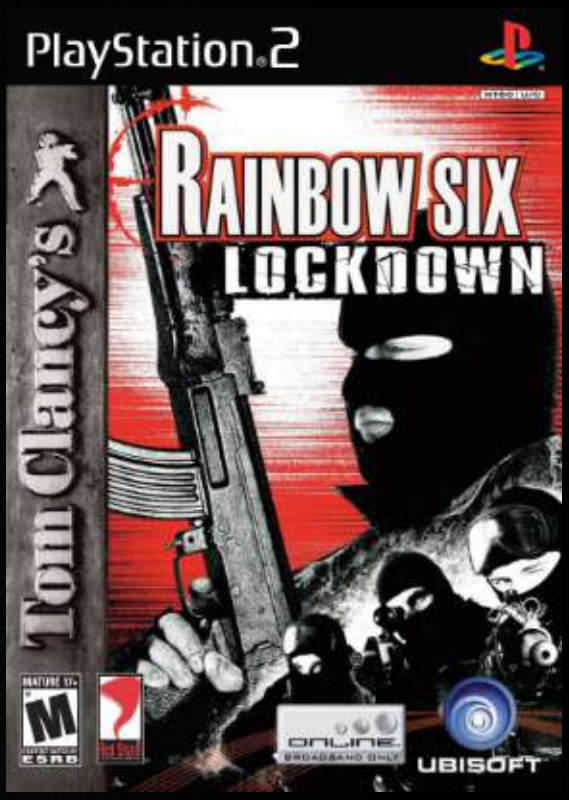
Tom Clancy's Rainbow Six: Lockdown is a 2005 tactical first-person shooter video game published by Ubisoft for the PlayStation 2, Xbox, GameCube, and Microsoft Windows.



The player controls the main character, Rainbow team commander Domingo "Ding" Chavez, and leads a single squad in real-time through each level.

In 2009, Rainbow, led by John Clark, deploys their Alpha team, commanded by Domingo Chavez, to rescue the South African President from a rebel army surrounding Pretoria.

Rainbow Six Locdown average reviews from many gaming websites and magazines.

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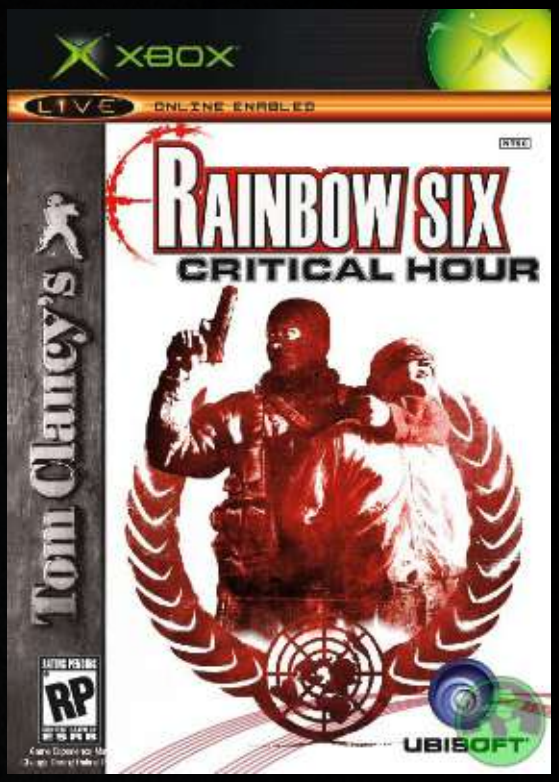

Tom Clancy's Rainbow Six: Critical Hour is a 2006 tactical first-person shooter video game developed by Ubisoft Quebec and published by Ubisoft exclusively for the Xbox.

It is the fifth game in the Rainbow Six series.

The game's plot, set during John Clark's retirement as leader of international counterterrorist organization Rainbow, recaps several past missions Clark handled during his time commanding Rainbow.

Critical Hour was released on March 14, 2006.

The game received mixed reception due to its small amount of content, though it was praised for following the roots of the first two Rainbow Six games.

TOM CLANCY'S RAINBOW SIX

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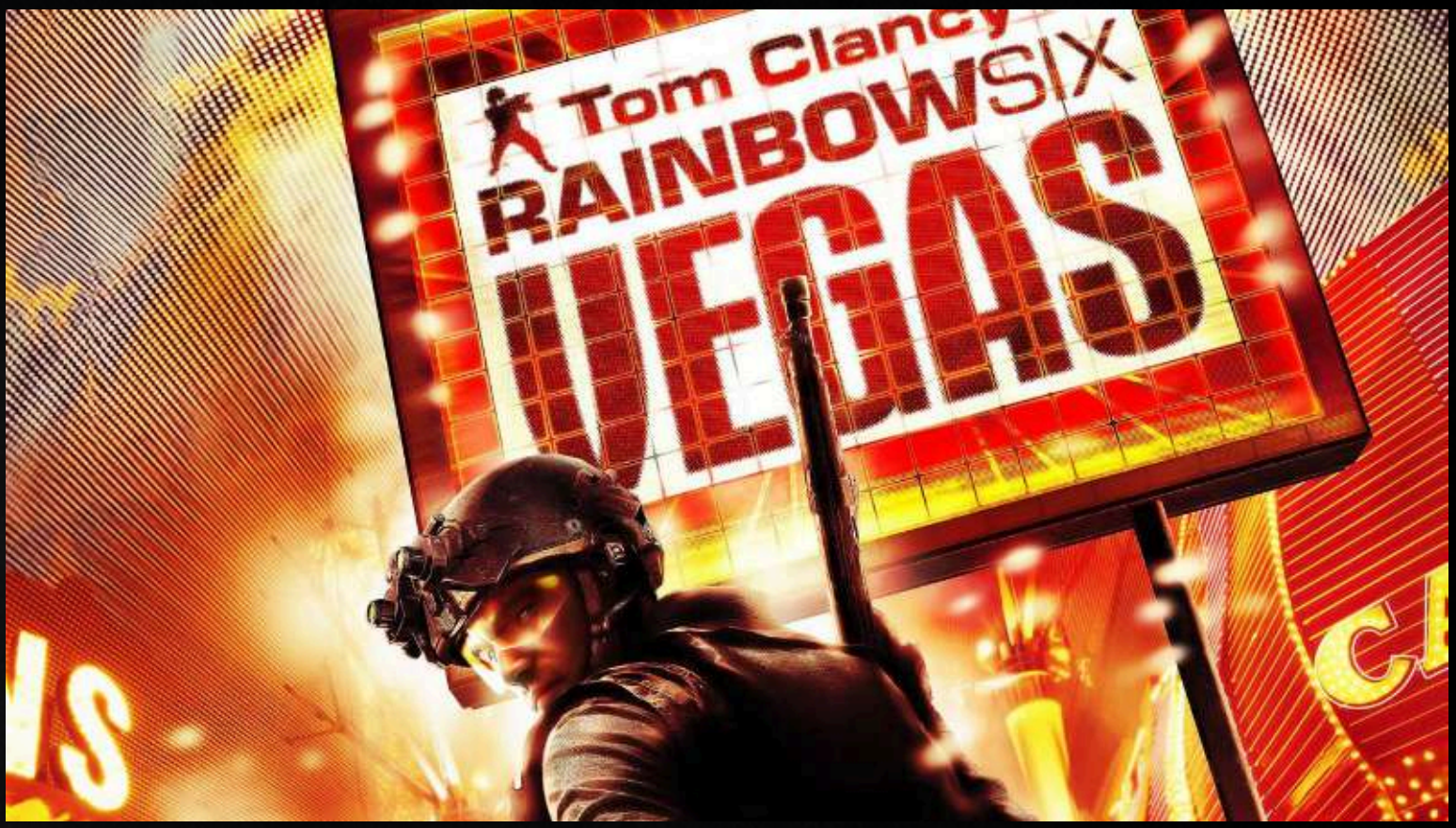


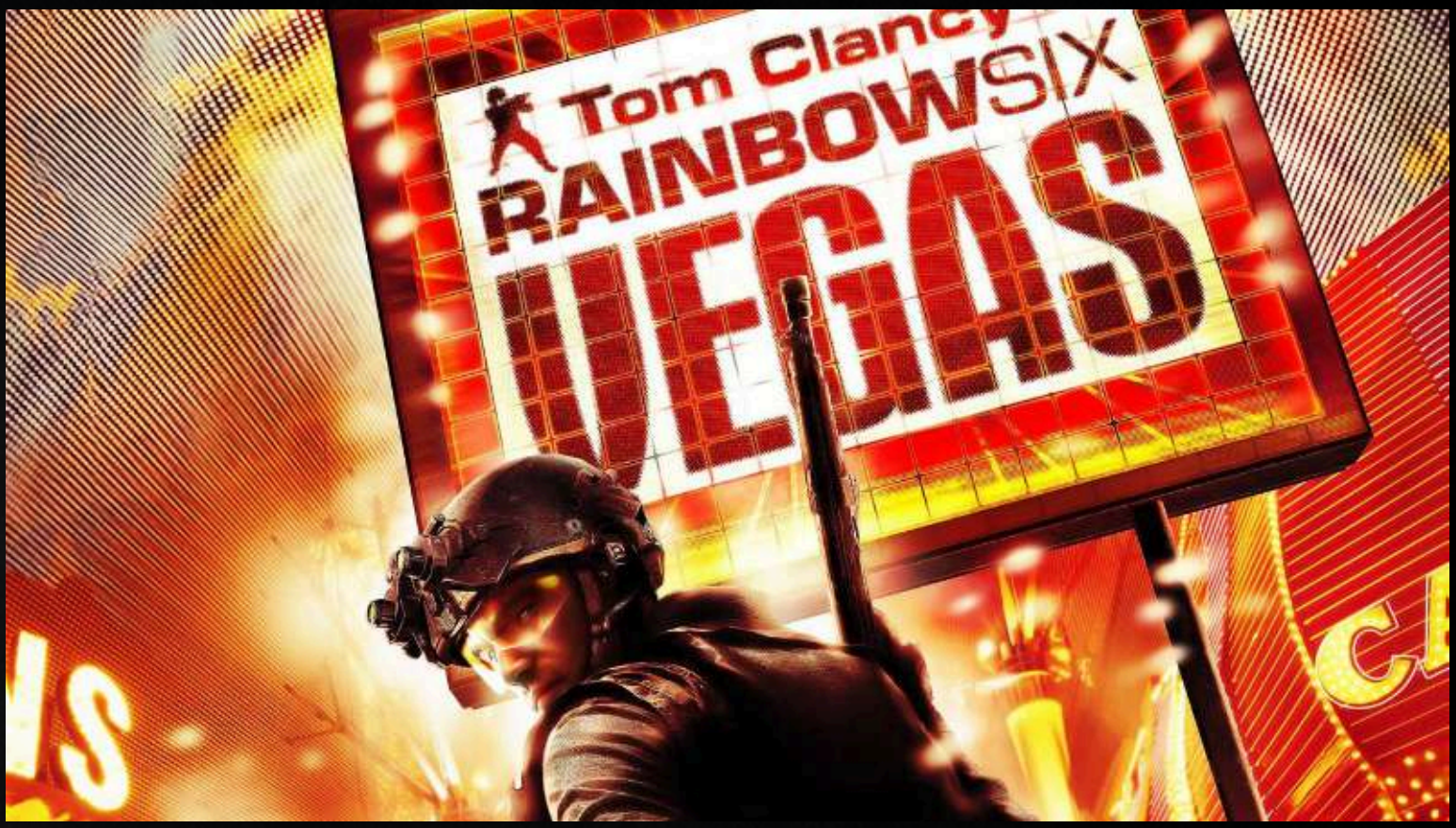
Tom Clancy's Rainbow Six: Vegas is the sixth game in the Rainbow Six series of video games.

It was released in November 2006 for the Xbox 360, December 2006 for Windows, and in June 2007 for the PlayStation 3 and PlayStation Portable.

The game's storyline follows a new team that is dispatched to Las Vegas, Nevada to defeat international terrorist Irena Morales and her army of mercenaries that are repeatedly attacking key locations in the city.

TOM CLANCY'S RAINBOW SIX

TOM CLANCY'S RAINBOW SIX GAMER



In 2010, Rainbow operatives Logan Keller, Gabriel Nowak and Kan Akahashi are deployed to a Mexican border town, where they are tasked with capturing Irena Morales, a terrorist ringleader.

The Xbox 360 edition of Rainbow Six: Vegas was released to very positive reviews.

Tom Clancy's Rainbow Six: Vegas had sold 1.7 million copies.

TOM CLANCY'S RAINBOW SIX

TOM CLANCY'S RAINBOW SIX

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Tom Clancy's Rainbow Six: Vegas 2 is the seventh installment in the Rainbow Six series.

It is a first-person shooter video game and the sequel to Tom Clancy's Rainbow Six: Vegas.

It was announced by Ubisoft on November 20, 2007.

The game was released for the Xbox 360 and PlayStation 3 in March 2008.

The Microsoft Windows version, however, was delayed until April 2008.

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Logan Keller, the lead character from the previous game, had been removed in favour of having the player create their own character to play through the campaign.

The player assumes the role of Bishop, a member of the Rainbow squad with a great deal more experience who has a deeper involvement in the story.

Co-op players assume the role of Bishops teammate Knight.

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The game, billed as "part sequel, part prequel", has events that run both before and concurrently to the story of Logan Keller and continue after where the first game concluded.

In addition to the ability to customize a character in multiplayer, the player can now customize Bishop, Vegas 2's protagonist.

Their appearance and gender vary depending on the player's choices.

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Rainbow Six: Vegas 2 includes a single-player campaign/storyline mode as well as a variation of the Terrorist Hunt mode included in previous games, which involves repeated encounters with enemy AI terrorists in a non-linear map.

Terrorist Hunt mode may be played in alone or with a pair of computer-controlled allies that may be issued environment-based contextual commands.

Rainbow Six Vegas 2 received generally positive reviews.

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Tom Clancy's Rainbow Six Siege is an online tactical shooter video game developed by Ubisoft Montreal and published by Ubisoft. It was released worldwide for PlayStation 4, Windows, and Xbox One on December 1, 2015; the game was also released for PlayStation 5 and Xbox Series X/S.

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The game puts heavy emphasis on environmental destruction and cooperation between players. Each player assumes control of an attacker or a defender in different gameplay modes such as rescuing a hostage, defusing a bomb, and taking control of an objective within a room.

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The title has no campaign but features a series of short, offline missions called, "situations" that can be played solo. These missions have a loose narrative, focusing on recruits going through training to prepare them for future encounters with the "White Masks", a terrorist group that threatens the safety of the world.

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The game received an overall positive reception from critics, with praise mostly directed to the game's tense multiplayer and focus on tactics. However, the game was criticized for its progression system and its lack of content.

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Tom Clancy's Rainbow Six Extraction is an online multiplayer tactical shooter video game developed by Ubisoft Montreal and published by Ubisoft.

A spin-off of Rainbow Six Siege (2015), Extraction is a cooperative multiplayer game in which players must work together to combat and defeat a type of parasite-like aliens called the Archæans.

TOM CLANCY'S RAINBOW SIX EXTRACTION
A UBISOFT ORIGINAL

TOM CLANCY'S RAINBOW SIX GAMER

In Extraction, the operators must infiltrate an alien-infested location and complete objectives, such as collecting samples, extracting materials from computers, and gathering intel.

Many operators from Siege return in Extraction,

Each play session, known as an "incursion", is made up of three interconnected sub-maps, and players will be assigned any one of the twelve objectives randomly in each sub-map.

TOM CLANCY'S RAINBOW SIX EXTRACTION A UBISOFT ORIGINAL

TOM CLANCY'S RAINBOW SIX GAMER

The location of the objectives and the placement of enemies are procedurally generated.

Once the player secured their objective, they can choose to extract themselves, or explore the next sub-map.

A new area can be more difficult than the previous, but players receive more rewards by completing them successfully.

If an operator is taken down by an enemy, they will become missing in action or Inactive, and players cannot play as them until they have rescued them in an extraction mission.

TOM CLANCY'S RAINBOW SIX

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The game was released for PlayStation 4, PlayStation 5, Amazon Luna, Google Stadia, Windows, Xbox One and Xbox Series X/S on January 20, 2022.

It received mixed reviews from critics.

XDEFIANT
A UBISOFT ORIGINAL

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XDefiant

Xdefiant is a free-to-play first-person shooter video game developed by Ubisoft San Francisco and published by Ubisoft.

XDefiant was released on PlayStation 5, Windows, and Xbox Series X/S on May 21, 2024.

Game play

The game features a variety of factions and classes, each with their own unique abilities and weapons. It is set in the Ubisoft universe, map locations are based on multiple Ubisoft titles in game locations.

Players engage in fast-paced, team-based multiplayer matches across a variety of maps and game modes.

XDEFIANT
A UBISOFT ORIGINAL

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A UBISOFT ORIGINAL

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XDefiant

The setting of the game revolves around factions called "Defiant", Phantoms (from Ghost Recon), Echelon (from Splinter Cell), Cleaners (from The Division), Libertad (from Far Cry) and DedSec (from Watch Dogs).

Defiants are customizable with traits, abilities, devices, weapons and items.

It has 6-versus-6 linear game modes such as "Domination" and "Escort.

XDEFIANT
A UBISOFT ORIGINAL

GAMER

XDefiant

On 17 April 2023, shortly after the launch of the game's closed beta, XDefiant became one of the top games to be streamed on the Twitch streaming platform.

During the Ubisoft Forward presentation on 12 June 2023, Ubisoft announced an open session, which started on 20 June for closed beta test participants 21 June for all player and ended on 23 June.

XDEFIANT
A UBISOFT ORIGINAL

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XDefiant

the game has its moments and exceeded my expectations

XDefiant as the developers came up with a fun arcade shooter with a blend of realism.

There are currently 14 maps to play on.

Each of these locations either comes from a particular faction's universe or is an exclusive XDefiant environment.

Currently, there are also 24 weapons in the game divided into six categories. Players can choose from a collection of Assault Rifles, LMGs, Marksman Rifles, Shotguns, SMGs, and Snipers.

XDefiant technically didn't create anything original, the developers did a good job by taking advantage of what makes PvP shooting games fun.

XDEFIANT
A UBISOFT ORIGINAL

GAMER

XDefiant

The game is action-packed and never has a dull moment as players are encouraged to constantly enter the battlefield even after dying multiple times.

Each game mode has a time limit and a certain goal to reach.

XDefiant is nothing groundbreaking but it is a lot of fun.

Ubisoft managed to create a game that adapts the realism of a shooting game and the arcade feel of a Player versus Player shooter.

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Cleaners – Duelists

Cleaners

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Cleaners – Duelists

Cleaners

These former NYC sanitation workers solve all their problems with one tool: fire.

Cleaners are damage-dealing specialists, packing incendiary rounds alongside hardware like a napalm-spreading drone and an old-fashioned flame thrower. This crew takes grim pride in their work—while the Cleaners may not be trained soldiers, they know how to finish a job.

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Cleaners – Duelists

Ultra: The Purifier

A flamethrower ensures enemies are thoroughly sterilized.

Passive Trait: Incendiary Rounds

Incendiary ammo inflicts extra burn damage but decreases weapon range.

Ability: Incinerator Drone

A napalm-delivering drone burns everything in its flight path.

Ability: Firebomb

Detonate a Molotov cocktail, causing explosive damage and igniting the

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DeadSec – Controllers

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DeadSec – Controllers

Ded-Sec

Where Ded-Sec goes, chaos follows.

These tech experts can scramble the enemy's HUD; take control of deployable items like shields, turrets, and drones; and unleash autonomous Spider-bots to hunt down the opposing team.

DedSec hackers come from a variety of backgrounds, but they all believe in disrupting and dismantling systems of control, technological and otherwise.

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DeadSec – Controllers

Ultra: Lockout

Disable the enemies' HUD, minimap, and abilities in the affected area.

Passive Trait: Fabricator

After a device is deployed, the Fabricator prints a new one.

Ability: Spiderbot

Deploy a Spiderbot that will target and stun the nearest foe via face hug.

Ability: Hijack

Hack enemy-deployed abilities and make them your own.

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Echelon – Flankers

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Echelon – Flankers

Echelon

The spies of the NSA's Echelon initiative don't shy away from a firefight, but information and subterfuge are their most potent weapons.

Echelon are invisible on the mini map and use their abilities to surprise and confuse their foes. In addition, Echelon agents can reveal the location of enemy combatants, giving their allies a huge tactical advantage.

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Echelon – Flankers

Ultra: Sonar Goggles

Reveal enemies and hunt them down with the classic Third Echelon 5.7 pistol.

Passive Trait: Low Profile

Agent does not appear on enemy minimaps.

Ability: Intel Suit

Shares the location of nearby enemies with your team.

Ability: Digital Ghillie Suit

Renders the agent nearly invisible. Movement and aiming reduce the effect.

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Libertad – Support Healers

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Libertad – Support Healers

Libertad

The revolutionaries of Libertad value strength in numbers as they seek to free their Caribbean nation of Yara.

Libertad are expert medics, thanks to BioVida therapies they've adapted for battlefield use. Their Médico backpack can keep an entire team alive and fighting, and just their presence alone increases passive healing for nearby friendlies.

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Libertad – Support Healers

Ultra: Médico Supremo

The Médico backpack provides a large health and healing boost for a limited time.

Passive Trait: Espíritu de Libertad

The contagious spirit of freedom slowly heals you and nearby allies.

Ability: El Remedio

Launch a revitalizing gas canister that heals friendlies until destroyed or canceled.

Ability: BioVida Boost

A fortifying wave boosts total health and regen for you and nearby allies.

XDEFIANT
A UBISOFT ORIGINAL

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Phantoms – Tanks

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A UBISOFT ORIGINAL

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Phantoms – Tanks

Phantoms

These ex-Ghosts, also known as Shadow Team, offer their training and advanced tech to the highest bidder.

Phantoms are hard to kill and specialize in battlefield control, using a variety of deployed and personal shields to hold down points or anchor a forward rush.

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A UBISOFT ORIGINAL

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A UBISOFT ORIGINAL

GAMER

Phantoms – Tanks

Ultra: Aegis

A spherical plasma shield combined with an electro-scattergun for close-quarters combat.

Passive Trait: Hardened

Health increased as a result of tailored gene therapies.

Ability: Mag Barrier

An electromagnetic barrier blocks incoming enemy fire and grenades.

Ability: Blitz Shield

Equip a tactical shield. Press the Melee button for a shield bash.

XDEFIANT
A UBISOFT ORIGINAL

GAMER

All 14 XDefiant maps.

Arena /Attica Heights/Dumbo/Echelon HQ/Emporium/Liberty

Mayday/Meltdown/Midway/Nudleplex/Pueblito/Showtime/ Times Square/Zoo.

XDEFIANT
A UBISOFT ORIGINAL

GAMER

Arena

Arena Map

When you want to put up career-high numbers, consider the arena map called Arena, where close-quarters, frantic engagements lead to spiraling kills-per-minute and deaths-per-minute alike. The raised, central platform is a particularly good place to kill or be killed.

Attica Heights

Arena Map

This rooftop research installation may be known for its long sightlines but admiring the 2034 Singapore skyline is a high risk/reward proposition. Venture downstairs for closer engagements.

Dumbo

Arena Map

A battle rages down under the Brooklyn Bridge, through the open streets, inside buildings, and especially in the central building's courtyard, with its multitude of ground-floor entry points and second-story overlook.

XDEFIANT
A UBISOFT ORIGINAL

XDEFIANT
A UBISOFT ORIGINAL

GAMER

Echelon HQ

Arena Map

Close-quarters corridor combat is an Echelon HQ hallmark. Ductwork big enough to crawl through seems like a design flaw for such a high-security facility.

Emporium

Arena Map

The battle rages both inside and outside this post-Black Friday NYC department store, but the top floor of the two-story middle section is often intensely contested.

Liberty

Arena Map

Lady Liberty looks on with disapproval as you navigate cover-filled lanes, a beached ferry, and the Liberty Island Museum (and gift shop). A handful of sniping spots mean no one is ever really safe. Including the snipers.

XDEFIANT
A UBISOFT ORIGINAL

GAMER

Mayday

Arena Map

Nature may be healing, but the wrecked plane at the heart of this map remains riddled with entry and exit routes, and the business-class cabin is a near-constant battle zone. Watch out for snipers on the wings.

Nudleplex

Arena Map

Take the sting out of return-to-office with this classic three-lane map, featuring a mix of indoor/outdoor spaces, long/short sightlines, a (mostly) symmetrical layout, and on-site laundry.

Pueblito

Arena Map

Set in a Yaran fishing village bordering a BioVida plantation, Pueblito is anything but sleepy. A handful of strategic overlooks offer longer sightlines, but most battles play out at short-to-mid range.

XDEFIANT
A UBISOFT ORIGINAL

GAMER

Showtime

Arena Map

It's always high noon at Studio 93, as the set for rollicking western "Bittercreek" meets a Mars landing with dinosaurs. Classic episode. Anyway, main street is a dangerous, exposed place to be, especially as second-floor catwalks ring parts of the set.

XDEFIANT
A UBISOFT ORIGINAL

XDEFIANT
A UBISOFT ORIGINAL

GAMER

Final Thoughts on Xdefiant.

XDefiant is an interesting blend of familiar elements from various Ubisoft games.

XDefiant is a good game depending on your preferences and style for a first person shooter.

If you enjoy fast-paced shooters with unique abilities then Xdefiant is for you.

It might be worth you checking it out.

Xdefiant is Free to download and play.

XDEFIANT
A UBISOFT ORIGINAL

Affinity Photo GAMER

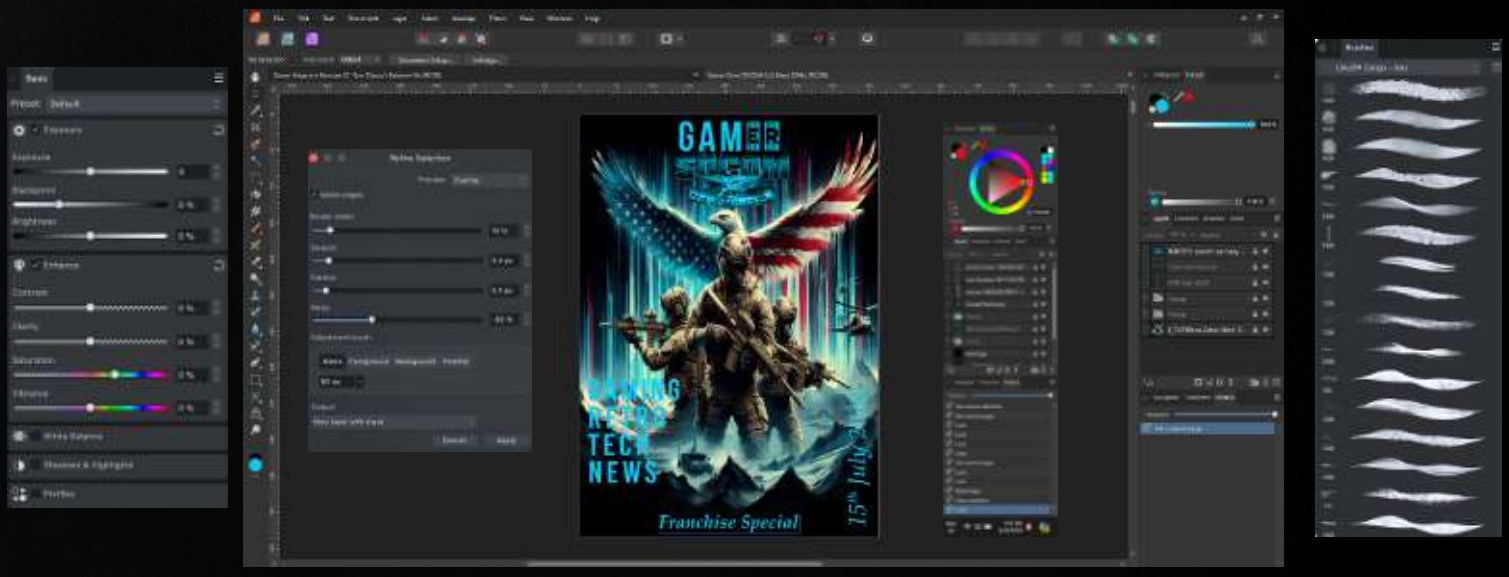
Affinity Photo

Affinity Photo is a raster graphics editor developed by Serif Ltd.

Released for Windows, alongside Affinity Designer and Affinity Publisher.

Development of Affinity Photo started in 2009 as a raster graphics editor for mac OS.

Its first version reached general availability in 2015 with the Windows version launched a year later.



It is a successor to Photo-Plus which Serif discontinued in 2017.

Affinity Photo has been described as an Adobe Photo-shop alternative, and is compatible with common file formats such as Adobe's PSD (including Photo-shop Smart Objects).

Affinity Photo GAMER

Functionality includes RAW processing, color space options, live preview of effects, image stitching, alpha compositing, black point compensation, and optical aberration corrections.

Working in Affinity Photo is always live, with pan and zoom at 60fps and non-destructive editing.

It supports unlimited layers and a dedicated work space for developing RAW photos.

In February 2020, version 1.8 added support for Photo-shop smart objects in PSD files, and expanded plug-in compatibility.

Affinity Photo Version 2.

In November 2022, Serif launched the second major version of the Affinity suite.

For Photo, it included JPEG XL capabilities, live warping, and non-destructive RAW editing.

Affinity Photo GAMER

Affinity Photo was received generally positive reviews.

In 2016, Affinity Photo was awarded the prize for Best Imaging Software by the Technical Image Press Association .

Final Thoughts on Affinity Photo Version 1&2,

Affinity Photo is the best graphics editor I have ever used.

I have been using Affinity Photo/Affinity Desk Top Publisher and Affinity Designer since 2015.

And started using Affinity Photo2/Affinity Desk Top Publisher2 and Affinity Designer2 since 2022.

This Gamer Magazine is created with Affinity Photo/Affinity Desk Top Publisher and Affinity Designer.

GAMER

Skeleton Krew

Skeleton Krew is a game developed by Core Design and released in 1995 for the Amiga, Amiga CD32, and Genesis platforms.

The game is set in the year 2062, where a villain named Moribund Kadaver has taken control of a cryogenics plant near Monstro City.

Kadaver, a former mortician, has dabbled in cryogenics since acquiring Deadly Enforcement Aggressive Destruction Incorporated (DEAD Inc.).

AMIGA CD32

GAMER

Skeleton Krew

Now he possesses the power to unleash mutants called Psykogenix upon the population of Monstro City!

AMIGA CD32

To combat this threat, the Military Ascertainment Department (MAD) calls upon the world's most vicious mercenaries: the Skeleton Krew.

Players choose between three members of this deadly organization: Spine, Joint, and Rib. The objective is to navigate through four planets and thwart Kadaver's nefarious plans.

The game combines elements of a shoot 'em up with the ability for characters to move freely and shoot in 360 degrees independently a unique feature for its time.

Skeleton Krew is a fun game to play.

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ROADKILL

GAMER

Roadkill is a top-down racing game developed by Vision and published by Acid Software in 1994 for the Amiga CD32 platform.

In Roadkill, you'll experience a gritty racing environment set in a dystopian future.

The game offers a fast, fluid racing experience.

ROADKILL

GAMER

In Road-kill the car tends to bounce around when colliding with barriers and obstacles, which might take some getting used to.

Roadkill was created using Blitz Basic, a programming language known for its ease of use and rapid development capabilities.

The game features colorful visuals and a top-down perspective, allowing players to navigate through various tracks and environments.

SECTION 8

GAMER

Section 8 is a first-person shooter video game developed by Time-gate Studios and published by South Peak Games.

It utilizes the Unreal Engine 3 and was released for Microsoft Windows, PlayStation 3 and Xbox 360.

SECTION 8

GAMER

It was released in September 2009 for Xbox 360 and PC and for the PlayStation 3 on March 25 in North America and April 15, 2010, in the PAL region.

SECTION 8

GAMER

In Section 8, characters wear powered armor suits which provide damage absorption and augmented mobility.

Players can use "overdrive" to move horizontally at superhuman speeds, or activate vertical thrusters (jet-pack) to achieve new heights.

SECTION 8

GAMER

Players are able to "burn-in" by dropping onto the battlefield from orbital drop-ships hovering at 15,000 feet (4,600 meters) from the surface, thus eliminating fixed spawn points.

SECTION 8

GAMER

"Burning-in" also creates the opportunity for the player to choose where they drop on the map, granting the game an increased aspect of unpredictability.

Players are encouraged to work in teams to achieve objectives and defend one another.

SECTION 8

GAMER

Players are encouraged to work in teams to achieve objectives and defend one another.

They may deploy defensive structures such as Mini-Gun Turrets, Rocket Turrets, Anti-Air Turrets, Supply Depots, or Sensor Arrays to protect friendly-controlled objectives, or deploy vehicles such as Tanks or Heavy Armors which can operate to assault enemy-controlled objectives.

SECTION 8

GAMER

Section 8 takes place in the future after the human race has discovered interstellar travel and has colonized across the galaxy.

Section 8 received "average" reviews on all platforms

SECTION 8

GAMER

Section 8: Prejudice is a science fiction, first-person shooter video game developed by Time-Gate Studios.

It is the direct sequel to the 2009 game Section 8.

Unlike its predecessor, Prejudice is a digital download-only title that contains more content than the previous game.

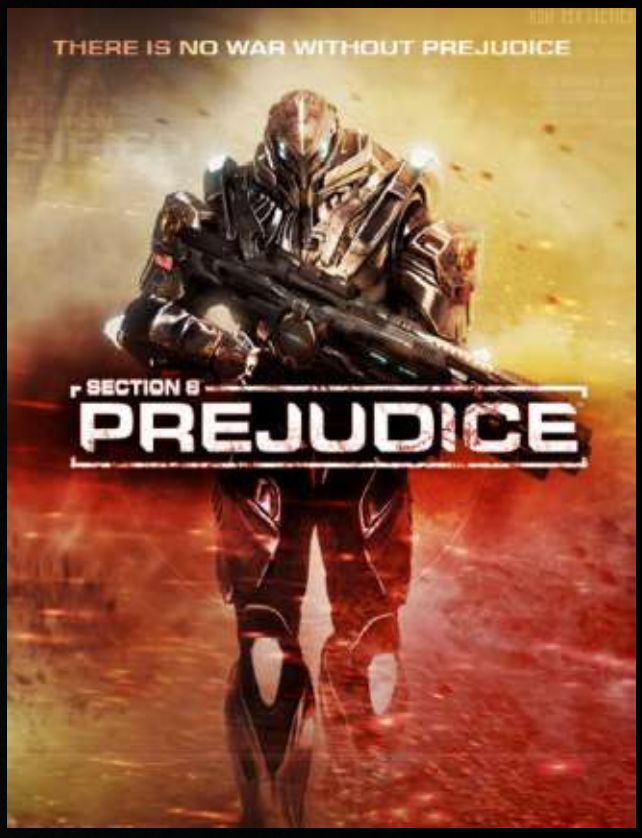
It was released for Xbox 360 on April 20, 2011, for Microsoft Windows May 4, 2011, and for PlayStation 3 in North America on July 26, 2011, and in the PAL region on August 3, 2011.

The game features a single player campaign and several multiplayer modes. In multiplayer games teams compete to control points and complete a range of mission objectives to gain victory.

SECTION 8

GAMER

The single-player campaign explores the conflict between the 8th Armored Infantry and the Arm of Orion.



The player again takes control of Alex Corde, the protagonist of the first game, who must complete eight objective-based missions taking place in four different environments.

Section 8: Prejudice has four multiplayer game modes, Conquest, Swarm, Assault, and Skirmish.

Conquest is a multiplayer game mode where two teams compete to capture Control Points, complete and Destroy enemy players.

The team that reaches the score limit first or has the highest score at the end of regulation time wins the match.

8™

SECTION 8

GAMER

Players can compete in Conquest mode with up to 32 players on the Xbox 360 and PlayStation 3 or up to 40 players on the PC.

Swarm mode is a co-op multiplayer mode where four players defend a single Control Point against waves of attacking enemy bots and try to prevent the Control Point from being captured for 15 minutes.

Prejudice uses the Unreal Engine 3 game engine.

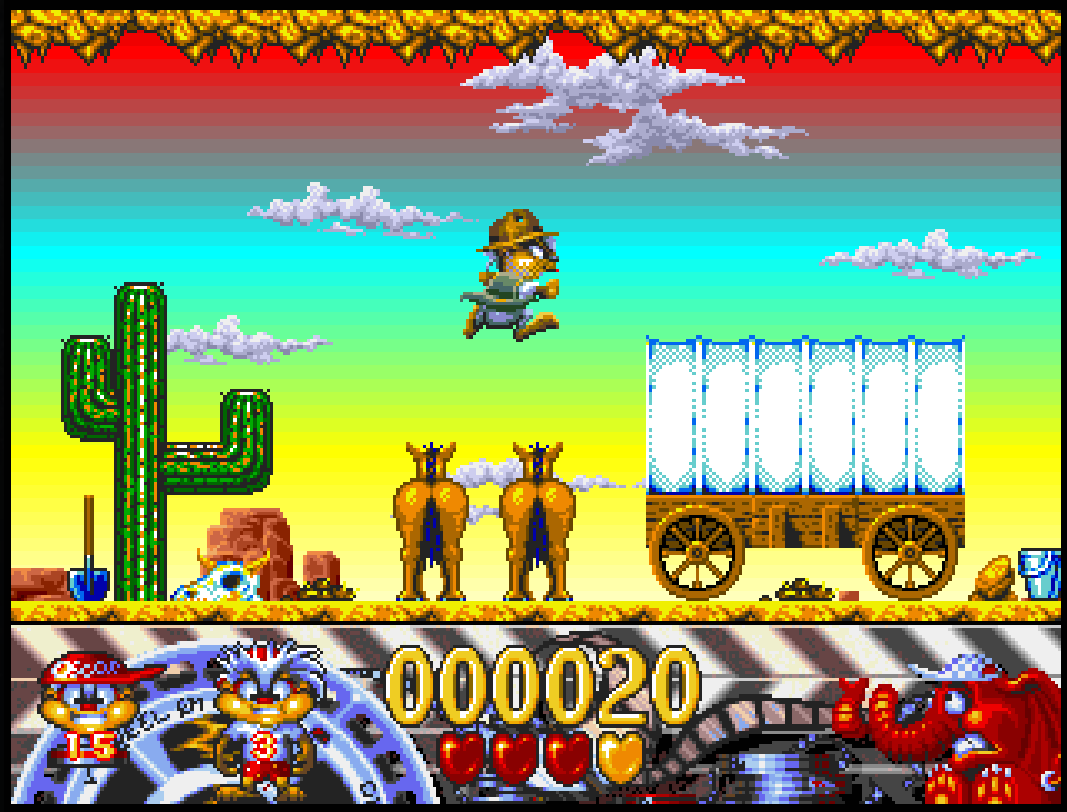
The art direction was influenced by the movies Aliens and Final Fantasy: The Spirits Within.

Section 8: Prejudice received "generally favorable reviews", while the PlayStation 3 version received "average" reviews

AMIGA CD32 GAMER

Oscar is a platform game that was released on Amiga, Amiga CD32, and MS-DOS in 1993, and the Super Nintendo Entertainment System in 1996. It was developed and published by Flair Software.

The CD32 version was bundled with the CD32 console on the same disc as the puzzle game Diggers.



AMIGA CD32

AMIGA CD32

GAMER

A Sega Genesis version planned but never released.

The player controls a character named Oscar through seven Hollywood-themed levels collecting Oscars.

Oscar Was a Fun Platform game to play and Received generally favorable reviews.

AMIGA CD32

THE SABOTEUR

GAMER

The Saboteur is an action-adventure video game developed by Pandemic Studios and published by Electronic Arts. It was released for Microsoft Windows, PlayStation 3 and Xbox 360.

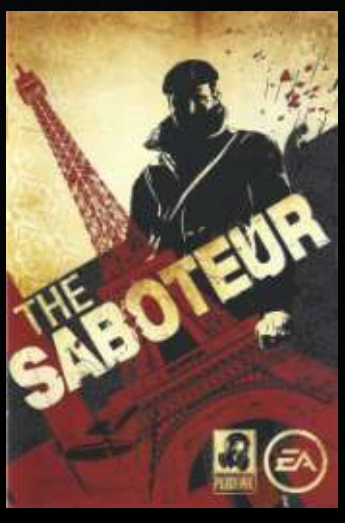
The game is set in German-occupied France during World War II, and follows Sean Devlin an Irish race car driver and mechanic, who joins the French Resistance to liberate Paris after his best friend is killed by Nazi forces.

THE SABOTEUR

GAMER

Game play in The Saboteur combines driving, shooting, melee combat, and exploration.

Players can make use of a variety of weapons and abilities to fight enemies or explore the environment, such as Sean's parkour skills, which allow him to climb high buildings in seconds to facilitate traversal.



THE SABOTEUR

GAMER

The game features an open world comprising Paris' various boroughs and the surrounding countryside.

Initially, most of the map is occupied by German forces.

By completing main and side missions, each borough is slowly liberated.

The Saboteur received generally mixed to positive reviews.

WarGames GAMER

SHALL WE PLAY A GAME

War Games is a 1983 American techno-thriller film.

David Lightman is a young computer hacker who unwittingly accesses a United States military supercomputer programmed to simulate,predict and execute nuclear war against the Soviet Union, triggering a false alarm that threatens to start World War III.

WarGames

WarGames GAMER

War Games is credited with popularizing concepts of computer hacking, information technology, and cyber security in wider American society.

War Games did well at the box office, grossing $79,567,667, the fifth-highest of 1983 in the United States and Canada.

It grossed $45 million internationally for a worldwide total of $124.6 million.

War Games generally received favorable reviews.

WarGames

GAMER

Overboard! is a top-down adventure game, released by Psygnosis for the PlayStation and Microsoft Windows in 1997.

It employs a light-hearted, all-ages piratical theme.

A relatively low-key release for Psygnosis, the game was met with mixed reviews.

The player controls a pirate ship, shown to be crewed by three pirates in cut-scenes. In game-play, when the ship catches on fire the pirates jump overboard until the life-bar becomes empty.

The game is sometimes referred to as a strategy game,but it is primarily an adventure game.

Overboard! also features a multiplayer mode for up to five players which required a multi-tap adapter) in which the opponents compete to sink other players' ships.

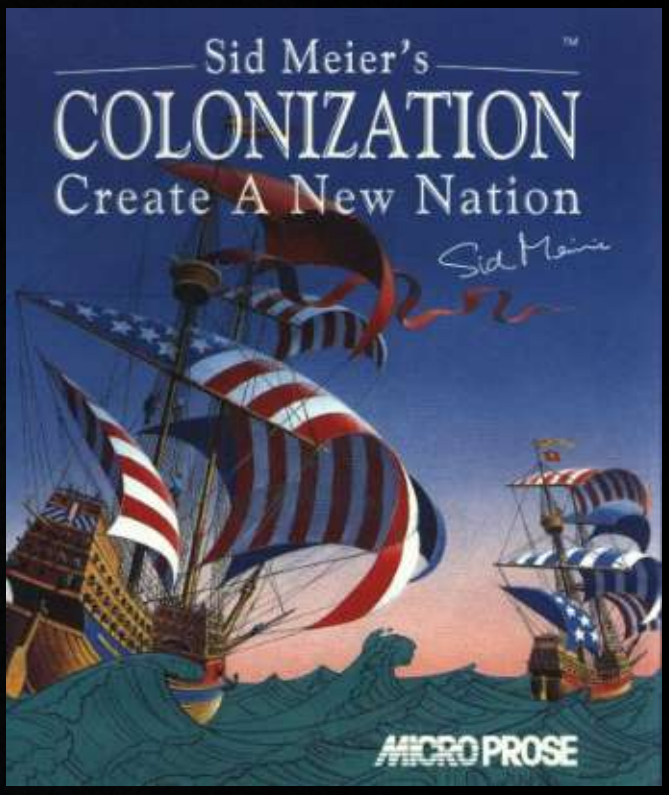
Overboard! received mixed reviews, with its release during a holiday season crowded with highly-rated big budget titles working against it.

Sid Meier's COLONIZATION
Create A New Nation

GAMER

Sid Meier's Colonization is a turn-based strategy game themed on the early European colonization of the New World, starting in 1492 and lasting until 1850.

It was originally released for DOS, and later ported to Windows 3.1 (1995), the Amiga (1995), and Macintosh (1995).

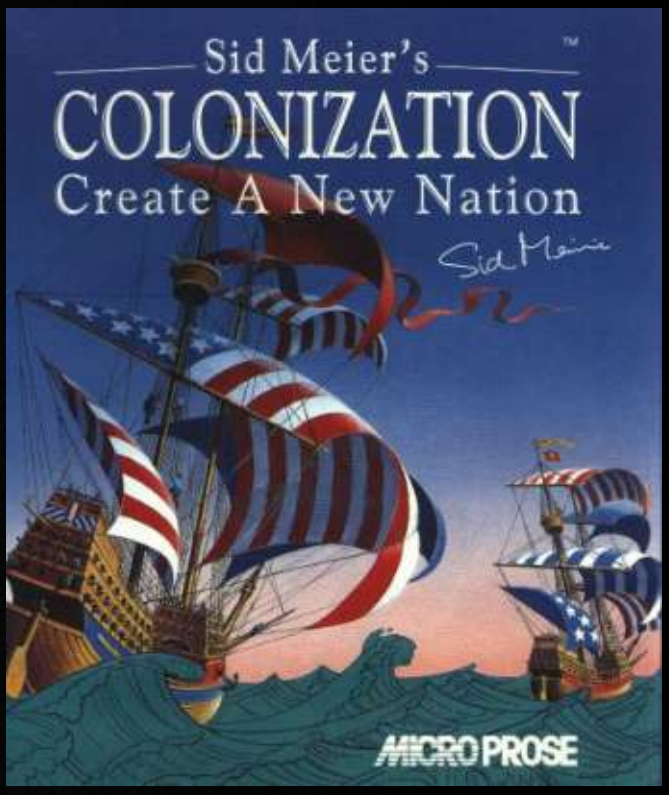


Colonization is much like a more-developed version of Sid Meier's previous game Civilization (1991) in visual design and handling.

Instead of forging a nation from nothing, the player manages the cross-Atlantic expansion of an established one in the service of the Crown.

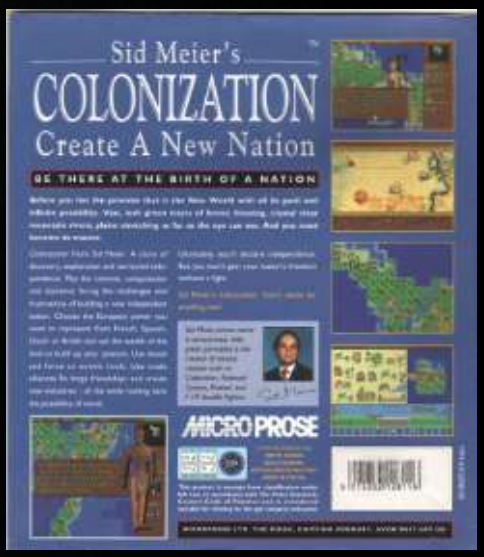
Sid Meier's COLONIZATION Create A New Nation

GAMER



As the colonies become more self-sufficient, their relationship with the colonial power declines from being beneficial to harmful, and to win the player must ultimately declare independence.

The game begins in 1492. The player controls the colonial forces of either England, France, The Netherlands, or Spain; the other powers are then played by the computer. Each nation has unique abilities that favor certain strategies.

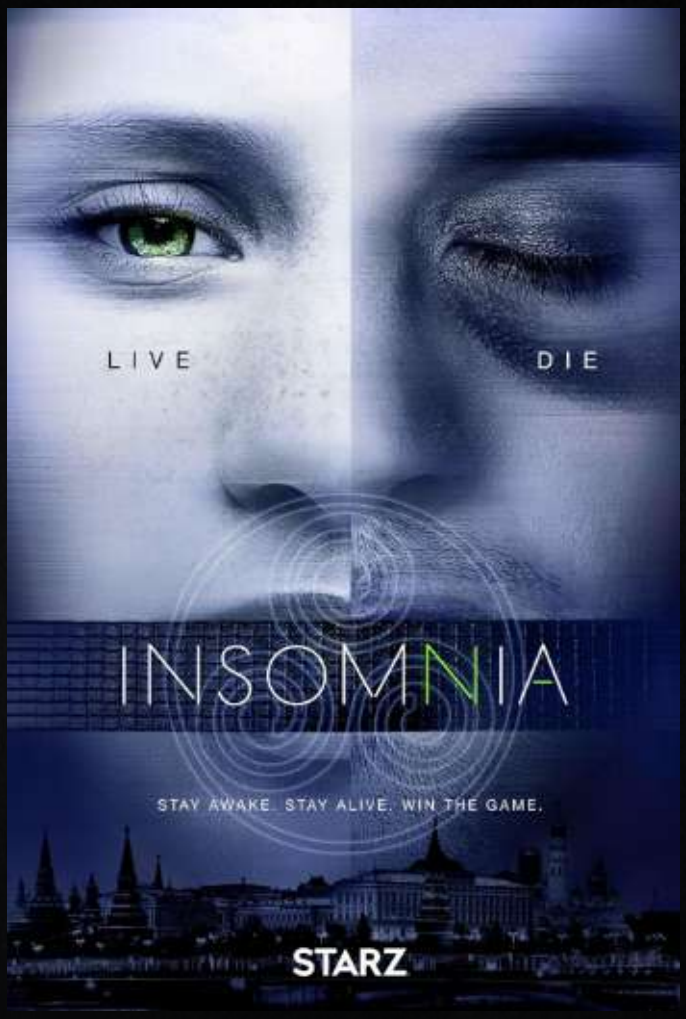


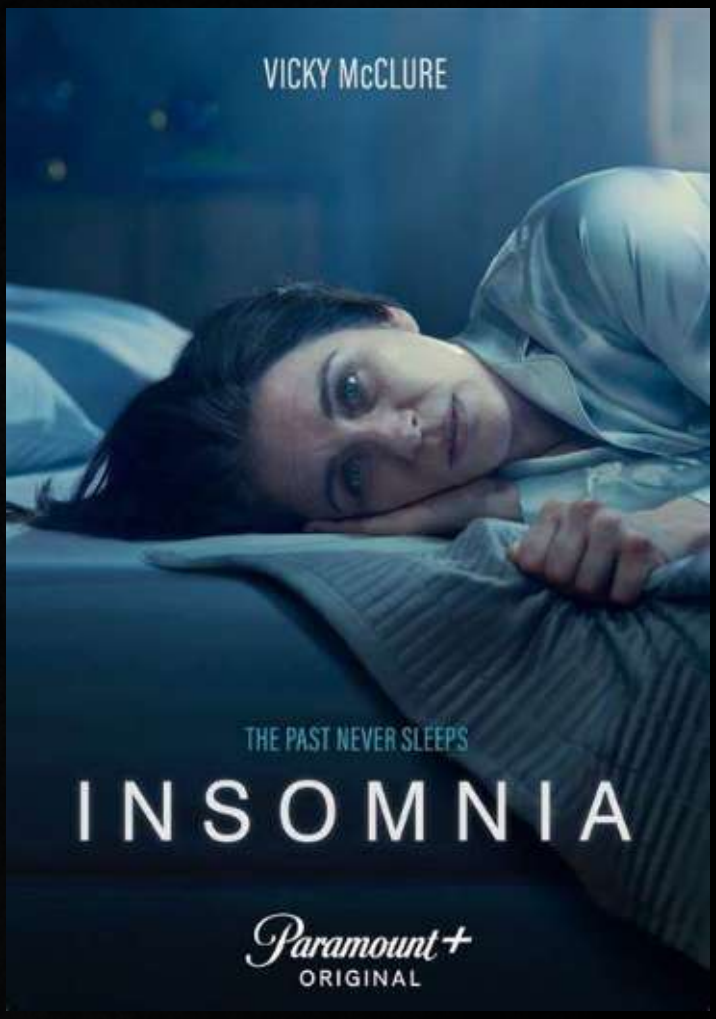
In 1996, Colonization was ranked the fourth best game of all time on Amiga

Colonization is a great game and received Good Reviews on average.

Pre-View GAMER

Insomnia (TV series)





Insomnia is a British thriller television series starring Vicky McClure.

Released on Paramount+ on 23 May 2024.

A mother approaching her 40th birthday must investigate her past as she develops insomnia.

The six-part series was commissioned in March 2023 and is based on the novel of the same name by Sarah Pinborough, with the author adapting the series herself.

Worth a Watch Looks Interesting.

COLONY WARS

GAMER

Colony Wars is a space combat simulator video game for the PlayStation developed and released by Psygnosis in 1997.

Players complete space combat missions using pre-selected star fighters equipped with various weapons.

The game features multiple paths of missions and outcomes, depending on the player's performance.

It was followed by Colony Wars: Vengeance in 1998, and Colony Wars: Red Sun in 2000.

Players fight in numerous space combat missions using one of seven pre-selected League of Free Worlds star fighters.

The Solar system is fully stripped of its natural resources by the fifth millennium.

Colony wars received critical acclaim.

COLONY WARS VENGEANCE

GAMER

Colony Wars: Vengeance is a space combat simulator video game developed and released by Psygnosis for the PlayStation during 1998, and sequel to the original Colony Wars, released the previous year.

In this game, players complete space combat missions using pre-selected star-ships equipped with various weapons.

The game features multiple paths of missions and outcomes, depending on the player's performance.

The Player controls a pilot who has enlisted in the Colonial Navy.

Players do combat in mostly space missions using one of four Colonial Navy star-fighters.

The game is set in 4671, a century after the events of Colony Wars.

Colony Wars Vengeance received average Review.

COLONY WARS III RED SUN

GAMER

Colony Wars: Red Sun is a space combat simulator video game for the PlayStation developed by Psygnosis and published by Sony Computer Entertainment Europe and Midway Games in 2000.

It is a sequel to Colony Wars in 1997 and Colony Wars: Vengeance in 1998.

Instead of being a star-fighter pilot for the League of Free Worlds or the Colonial Navy.

The player now assumes the role of a civilian miner-turned-mercenary.

Players can choose to engage in a variety of space and atmospheric combat missions using one of nine spacecraft.

Each star-fighter carries a certain combination of weapons.

The player earns money for killing enemy targets or completing missions.which vary from simple intercepts to escort duties.

COLONY WARS III RED SUN

GAMER

The money earned can be used to buy more advanced spacecraft and weapons.

Although the spacecraft have a certain combination of weapons, the game introduces an upgrade system where players can insert new weapons and parts into a number of predetermined slots on the vehicle.

However, there are limitations: the player cannot install more than three of the same kind of laser.

Compared to the more linear structure of the first two games, Red Sun incorporates a more 'open world' structure with increased role playing elements.

Colony Wars 3 Red Sun received favorable reviews.

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AN UMBRELLA FACTORY? ROBOTIC PENGUINS? LOOKS LIKE THE INFAMOUS JAILBIRD'S OUT AGAIN ON ANOTHER FELONIOUS FLING!
CRUNK!
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WAK! WAK!
QUICK--TO THE UTILITY SCREEN! BATARANGS! BARGRENADES! AND A BANANA, TOO--FOR BOOSTED CRIME-FIGHTING ENERGY!
HA! HA! HA!
A BOOBY TRAPPED FUNHOUSE? A CIRCUS OF CLONES? THE CROWN PRINCE OF CRIME IS ABOUT TO DEAL HIS MOST HEINOUS HAND, EVER!
BLAM!
CAN YOU RESCUE THE IMPERILED ROBIN? DETHRONE THE JOKER AND DEFUSE HIS TROUPE OF DOOMSDAY DUPLICATES?!?
HA HA HA HA HA HA
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It's up to you to strike back while there's still time.

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RP

worms.team17.com

CD-ROM

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Embittered sheep stages anti-Spyro protests.
(Story on page 3.)

Spyro the Dragon

E Cartoon Violence

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PlayStation

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